What is claimed is:

1. A video game program for causing a computer to execute a video game for displaying a virtual three-dimensional space while causing a line of sight to change and at the same time displaying a character on a screen and causing said character to move in said three-dimensional space based on a direction input by a direction key operated by a player,

wherein the video game program causes the computer to execute:

a generating procedure that, when said direction key is operated by the player, corrects said input direction by an angle to generate a corrected direction as a progress direction of said character in said three-dimensional space;

a first character movement controlling procedure that moves said character in said progress direction in said three-dimensional space;

a storing procedure that stores said progress direction;

a determining procedure that determines whether an identical direction is input from said direction key continuously; and

a second character movement controlling procedure that, when if it is determined that the identical direction is input from said direction key continuously, moves said character in said stored progress direction in said three-dimensional space regardless of movement of said line of sight.

2. A recording medium having recorded thereon a video game program for causing a computer to execute a video game for displaying a virtual three-dimensional space while causing a line of sight to change and at the same time displaying a character on a screen and causing said character to move in said three-dimensional space based on a direction input by a direction key operated by a player,

wherein the video game program causes a computer to execute:

14

a generating procedure that, when said direction key is operated by the player, corrects said input direction by an angle to generate a corrected direction as a progress direction of said character in said three-dimensional space;

a first character movement controlling procedure that moves said character in said progress direction in said three-dimensional space;

a storing procedure that stores said progress direction;

a determining procedure that determines whether an identical direction is input from said direction key continuously; and

a second character movement controlling procedure that, when it is determined that an identical direction is input from said direction key continuously, moves said character in said stored progress direction in said three-dimensional space regardless of movement of said line of sight.

3. A method of controlling movement of a character in a video game for displaying a virtual three-dimensional space while causing a line of sight to change and at the same time displaying a character on a screen and causing said character to move in said three-dimensional space based on a direction input by a direction key operated by a player, comprising:

correcting, when said direction key is operated by the player, said input direction by an angle to obtain a corrected direction as a progress direction of said character in said three-dimensional space;

moving said character in said progress direction in said three-dimensional space;

storing said progress direction of said character;

determining whether an identical direction is input from said direction key continuously; and

moving, when it is determined that the identical direction is input from said direction key continuously, said character in said stored progress direction in said three-dimensional space regardless of movement of said line of sight.

4. A game apparatus for displaying a virtual three-dimensional space while causing a line of sight to change and at the same time displaying a character on a screen and causing said character to move in said three-dimensional space based on a direction input by a direction key operated by a player, comprising:

a generator that, when said direction key is operated by the player, corrects said input direction by an angle to generate a corrected direction as a progress direction of said character in said three-dimensional space;

a first character movement controller that moves said character in said progress direction in said three-dimensional space;

a storage that stores said progress direction of said character;

a determining system that determines whether an identical direction is input from said direction key continuously; and

a second character movement controller that, when it is determined that the identical direction is input from said direction key continuously, moves said character in said progress direction stored in said storage in said three-dimensional space regardless of movement of said line of sight.

16